



Case Study UDL

ECHD 430 Technology for All Young Children

Bloom's Taxonomy

- Remembering : recall learned information



Goals




1. Articulate the rationale and principles of Universal Design for Learning and how to apply them to curriculum development, instruction, and assessment.
3. Describe the use of Augmentative or Adaptive Communication (AAC) systems to enhance children's vocabulary, participation in the curriculum, conversational and social interaction skills.

Roundtable on the Science of Digital Media and Early Learning

- Using media together with children = more learning
- Active ingredients:
 - characters who children build relationships with
 - elements that promote guided play
 - avoidance of distractions
- Rules and regulations for media use:
 - children’s interests and needs,
 - families’ needs, backgrounds and cultures
- Young children are capable of creating their own messages and expressing themselves through the media

Agenda



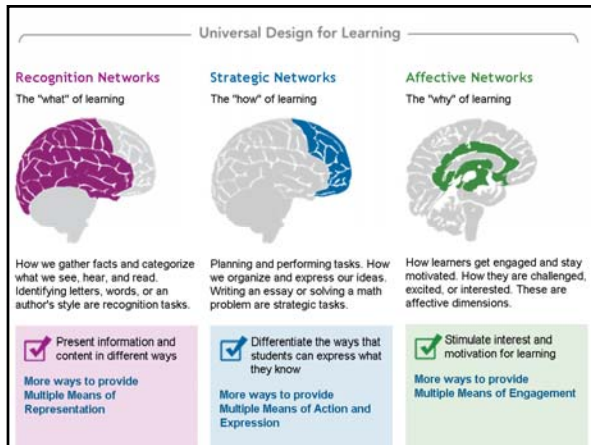
- Info UDL, etc.
- Online module
- Case study
- iPad, apps and weblinks

Socrative

- Go to: m.socrative.com
- Room # 866605


For interactive responses in this class:

Let's Play – UDL Infants & Toddlers	
Barrier to Toy Play	Toy Feature to Address Barrier
Child has difficulty knowing where to start	Toy has "non-cluttered" background with use areas (buttons, knobs, holes) clearly highlighted or differentiated from the background
Child has difficulty attending to a toy	Toy offers multiple responses for child's actions; the toys responses are interesting to the child (vibration, music, lights)
Child uses little language	Toy uses realistic features, figures, pictures and/or sounds that relate to child's daily experiences (i.e. telephone, farm play set)
Child has difficulty playing with other children	Toys has multiple parts that encourage combine use (i.e. tea set, ball tower)
Child has difficulty reaching for and holding toys	Lightweight toys with multiple areas for a child to wrap his/her fingers around; child can grab they toy from many positions
Child has difficulty seeing parts on a toy	High contrast colors, multiple textures and dimensions are used to differentiate areas on a toy http://letsplay.buffalo.edu/UD/toy_features.htm



Educational Applications of the Seven Principles of UDL

1. Equitable use	Equitable curriculum
2. Flexibility in use	Flexible curriculum
3. Simple & intuitive	Simple & intuitive instruction
4. Perceptible information	Multiple mean of presentation
5. Tolerance for error	Success-oriented curriculum
6. Low physical effort	Appropriate level of student effort
7. Size & space for approach & use environment	Appropriate learning environment




<http://www.tidc.indiana.edu/styles/f0c0d4/files/ECC/SRIID-MovingForwardArticle.pdf>

Reflective questions

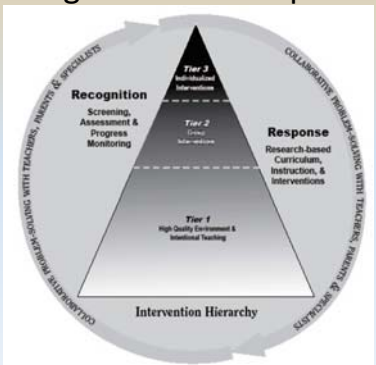
- **The what** - What are the ways you are **presenting** material to children?
- **The how** - What are the ways that children can **demonstrate** what they have learned?
- **The why** - What are the ways of **engaging** with the materials?

Utilize

- Differentiated instruction
- Consideration for Dual Language Learners
<http://wida.us/index.aspx>
- Educational Technologies
- Positive Behavior Supports
<http://csefel.vanderbilt.edu/>
- Response to Intervention (K-12)
<http://www.crtiec.dept.ku.edu/>
- Recognition and response
<http://www.recognitionandresponse.org/>



Recognition and Response



Components of UDL Curriculum

- Goals
- Methods
- Materials
- Assessment

National Center for Universal Design

<http://www.udlcenter.org>

Video:

<http://www.youtube.com/watch?v=rfsx3DGpv5o&list=SPDD6870F2D42327F3>

Case Study

- <http://community.fpg.unc.edu/connect-modules/learners/module-7/step-1>




Conclusion

- Universal design is about making curriculum work for all students
- Teachers can no longer wish a particular type of students; we need to teach the students who are in the classroom.



Next Week

Technology Assessment



Apps and Web Tasks

- Explore links from <http://echd430-f13-love.wikispaces.umb.edu/Nov+6>
- UDL <http://udltechtoolkit.wikispaces.com/>
- Social Stories <http://www.thgraycenter.org/>
- <http://sandboxseries.pbworks.com/>